

The Street:

The screen will change to The Street and your car will be traveling to the previously blinking building. On your way to the building, watch out for obstacles in the road and for other cars. If you hit one of the cars, your vehicle will be destroyed. The same goes for the obstacles (if you hit them, your vehicle will be destroyed). You will automatically receive another car but money will be deducted from your account.

As you start to travel down The Street, take note of the Kilometer reading located at the bottom right of The Street screen. As you get closer to the blinking building, the meter will move in a descending order.

While traveling down The Street, be sure to use your Ghost Vacuum (Button One or Two) to vacuum floating ghosts as they appear above your vehicle.

Your car will automatically pull over to the building so there is no need to worry about which building you are suppose to enter.

Busting Ghosts at Building:

Once you arrive at the building, your men will automatically exit the car. Using the Control Pad, position Ghostbusters (while holding trap) just under the flying ghosts.

Push Button One to drop the trap. This will freeze Ghostbuster Number One (on the right side of the building) and enable you to position Ghostbuster Number Two (on the left side of the building). When Number Two is positioned, push Button One and position Ghostbuster Number One. When they are both in place, push Button Two to start the Ion Beams. You are also able at this point to use the Directional Pad to position them together. Try to trap the ghosts between the two Ion Beams. When the ghosts are between the beams, push Button Two to release the trap and catch them. You only have 60 to 70 seconds to do this so do it quickly. If you trap all but one ghost, one of your Ghostbusters will be slimed by the remaining ghost. The Ghostbuster will then drop and the ghost will fly away. The screen will change and you will return to The Map. At this point, return to GHQ to pick-up new men and empty your traps. On your way to GHQ, remember to vacuum ghosts flying above your car.

Ghost Bait:

When you see the four ghosts starting to form into the Marshmallow Man, go to one of the far bottom corners and release some Ghost Bait by pushing Button Two. This will attract the ghosts away from The Temple of Zule. Also, when the Marshmallow Man is formed he will take \$4,000 away from your account. At that point, push Button Two and release the Bait then Button Two again, you will have \$2,000 restored to your account.

Marshmallow Man:

If you have more than \$10,000 when the PR Energy Meter turns red, you will automatically be taken to The Temple of Zule to confront the Marshmallow Man.

When confronting the Marshmallow Man, you must get two men past him. To sneak past him, wait until he bounces towards the left then enter through the right side. Only two men must sneak past the Marshmallow Man in order to proceed to the next screen.

Climbing the Stairs of Zule:

The Roamers are pretty easy to Bust. But watch out for the Slimers along the stairs. When you try to Bust the Slimers, you have to anticipate their moves. If they look like they are coming at you, shoot!

Busting Gorza:

The best way to fight Gorza is to place your man opposite Gorza. If Gorza is located on the left side of the screen, your man should be on the right side. As he comes across to your side, move your man to the other side but keep shooting as you cross over. It takes five to six shots to kill Gorza. Move side to side and keep firing. Gorza is armed with deadly laser beams so watch out! Also, Gorza is worth \$5,000.

Continue Game:

When you have finished the game, if you have \$10,000 or more, you will be assigned a ten digit account number. You are able to use this number repeatedly. Be sure to write down the number for future reference and note what initials you used in the beginning of the game. You will be able to use this account number in the beginning of the game under "Continue Start". Put the number assigned to you under the section "Your Account Number". You can enter your account number by using the Directional Pad Arrows. When your number is entered, press Buttons One or Two and it will say "You have \$_____". Then push Buttons One or Two to start the game.

Account:

Initials - B.B.

Account Number - 273272608

